

# GAME GENIE

## SUPER NES™ CODE UPDATE



- **ActRaiser 2™**
- **Battletoads/Double Dragon™**
- **Bram Stoker's Dracula™**
- **Bugs Bunny in Rabbit Rampage™™**
- **Flashback™**
- **Lethal Enforcer™**
- **Mega Man X™**
- **NBA Jam™**
- **Paladin's Quest™**
- **Ranma 1/2™**
- **Robocop versus The Terminator™**
- **Run Saber™**
- **Soldiers of Fortune™**
- **Top Gear 2™**
- **Total Carnage™**
- **Wolfenstein 3-D™**

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### GAME GENIE HELPLINE

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Game Genie Consumer Service, 2350 Pleasant Avenue, Hamilton, OH 45015

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## ActRaiser 2™ Game

- |              |   |
|--------------|---|
| 1 D727-4DD1  | Start with 3 lives on Easy                |
| 2 FD27-4DD1  | Start with 10 lives on Easy               |
| 3 9D27-4DD1  | Start with 50 lives on Easy               |
| 4 DF27-4D61  | Start with 1 life on Normal               |
| 5 D927-4D61  | Start with 5 lives on Normal              |
| 6 FD27-4D61  | Start with 10 lives on Normal             |
| 7 9D27-4D61  | Start with 50 lives on Normal             |
| 8 DF27-4FD1  | Start with 1 life on Hard                 |
| 9 D927-4FD1  | Start with 5 lives on Hard                |
| 10 FD27-4FD1 | Start with 10 lives on Hard               |
| 11 9D27-4FD1 | Start with 50 lives on Hard               |
| 12 DD67-4468 | Infinite lives                            |
| 13 D484-1F66 | Start with 2 magic pts. on Easy           |
| 14 D584-1F66 | Start with 7 magic pts. on Easy           |
| 15 DB84-1F66 | Start with 9 magic pts. on Easy           |
| 16 DF8F-1766 | Start with 1 magic pts. on Normal or Hard |
| 17 D98F-1766 | Start with 5 magic pts. on Normal or Hard |
| 18 D58F-1766 | Start with 7 magic pts. on Normal or Hard |
| 19 DB8F-1766 | Start with 9 magic pts. on Normal or Hard |
| 20 3C65-CFA8 | Infinite magic pts. (must have 1 to cast) |
| 21 DC8F-1F06 | Start with 1/2 health                     |
| 22 DE8F-1F06 | Start with 3/4 health                     |
| 23 C2B0-CF07 | Protection from most enemies              |
| 24 C2B2-C7D3 | Protection from some ground hazards       |
| 25 D7C0-37A7 | Small magic power-up adds 3 instead of 1  |
| 26 D9C0-37A7 | Small magic power-up adds 5               |
| 27 DBC0-37A7 | Small magic power-up adds 9               |

- |    |           |  |
|----|-----------|--|
| 28 | DFC9-3407 | Large magic power-up adds 1 instead of 3   |
| 29 | D9C9-3407 | Large magic power-up adds 5                |
| 30 | DBC9-3407 | Large magic power-up adds 9                |
| 31 | DFC7-3D67 | Small health power-ups add 1 instead of 2  |
| 32 | D0C7-3D67 | Small health power-ups add 4               |
| 33 | F9C7-3D67 | Small health power-ups add 15              |
| 34 | F0C7-3D67 | Small health power-ups heal completely     |
| 35 | D4C9-3FD7 | Medium health power-ups add 2 instead of 5 |
| 36 | D6C9-3FD7 | Medium health power-ups add 8              |
| 37 | F9C9-3FD7 | Medium health power-ups add 15             |
| 38 | F0C9-3FD7 | Medium health power-ups heal completely    |
| 39 | D4C7-3FA7 | Large health power-ups add 2 instead of 10 |
| 40 | D0C7-3FA7 | Large health power-ups add 5               |
| 41 | F9C7-3FA7 | Large health power-ups add 15              |
| 42 | F0C7-3FA7 | Large health power-ups heal completely     |
| 43 | DDB3-C764 | All enemies take 1 hit to kill             |
| 44 | DD33-476F | Infinite time                              |

ActRaiser 2 is a trademark of ENIX/Quintet/YUZO KOSHIRO.

## **Battletoads/Double Dragon™ Game**

- |    |                                   |                                |
|----|-----------------------------------|--------------------------------|
| 1  | DF60-D76D                         | Start with 2 lives             |
| 2  | DB60-D76D                         | Start with 10 lives            |
| 3  | DE6E-1466                         | Enemies have less energy       |
| 4  | 40B8-04AF                         | Infinite lives                 |
| 5  | DD65-DD0D + CB66-D46D + DF66-D4AD | Start on level 2 with 11 lives |
| 6  | DD65-DD0D + CB66-D46D + D466-D4AD | Start on level 3 with 11 lives |
| 7  | DD65-DD0D + CB66-D46D + D766-D4AD | Start on level 4 with 11 lives |
| 8  | DD65-DD0D + CB66-D46D + D066-D4AD | Start on level 5 with 11 lives |
| 9  | DD65-DD0D + CB66-D46D + D966-D4AD | Start on level 6 with 11 lives |
| 10 | 4EB7-1DD6                         | Abobo has less energy          |
| 11 | 4EB3-C4DB                         | Big Blag has less energy       |
| 12 | D7BA-3FA8                         | Roper has less energy          |
| 13 | D7C5-3F66                         | Robo-Manus has less energy     |

Battletoads/Double Dragon and related names are trademarks of Rare Ltd. or Technos Japan Corporation.

## **Bram Stoker's Dracula™ Game**

- |   |           |  |
|---|-----------|--|
| 1 | C263-0F2F | Infinite energy                        |
| 2 | 3CC2-6F6D | Turbo walking                          |
| 3 | 6D68-DFFF | 1 hit kills all enemies—EXCEPT BOSSES. |
| 4 | 4AA8-64D4 | Freeze most ground enemies             |

Bram Stoker's Dracula is a trademark of Columbia Pictures Industries Inc.

## **Bugs Bunny in Rabbit Rampage™ Game**

- |   |                       |                                  |
|---|-----------------------|----------------------------------|
| 1 | C28C-4FAF             | Infinite energy                  |
| 2 | DC60-CD0D             | Start and continue with 10 lives |
| 3 | D460-CD0D             | Start and continue with 2 lives  |
| 4 | DDA3-3D07             | Infinite lives                   |
| 5 | A38C-4FAF             | Take minimal damage              |
| 6 | DD88-476F             | Full energy from carrots         |
| 7 | DDBD-47DD + DDB2-440D | Spin attack drains no energy     |
| 8 | D4BD-47DD + D4B2-4402 | Spin attack drains more energy   |
| 9 | F0B4-1404             | Moon-jumping Bugs                |

10 0DB4-1404 + E0B7-1DD4

Super-jumping Bugs

Bugs Bunny in Rabbit Rampage and related names are trademarks of Warner Bros.

## Flashback™ Game

- |    |           |   |
|----|-----------|---|
| 1  | 3C1F-EDAC | Never lose a shield when shot—switch off to kill some enemies |
| 2  | 8511-ED6C | Don't die from falling too far                                |
| 3  | D4D4-5F78 | Start with 1 shield   |
| 4  | D7D4-5F78 | Start with 2 shields  |
| 5  | D0D4-5F78 | Start with 3 shields  |
| 6  | D1D4-5F78 | Start with 5 shields  |
| 7  | D8D4-5F78 | Start with 10 shields   |
| 8  | F9D4-5F78 | Start with 20 shields   |
| 9  | 77D4-5F78 | Start with 50 shields   |
| 10 | 19D4-5F78 | Start with 100 shields  |

### CODE5 11 THRU 15: LEVEL 1

- |    |           |                         |
|----|-----------|-------------------------|
| 11 | 74F0-5F7B | Start with 50 credits   |
| 12 | 10F0-5F7B | Start with 100 credits  |
| 13 | ECF0-5F7B | Start with 250 credits  |
| 14 | D4F0-5DEB | Start with 512 credits  |
| 15 | D0F0-5DEB | Start with 1024 credits |

### CODE5 16 THRU 20: LEVEL 2

- |    |                                   |                                |
|----|-----------------------------------|--------------------------------|
| 16 | 7489-716F                         | Start with 50 credits          |
| 17 | 1089-716F                         | Start with 100 credits         |
| 18 | EC89-716F                         | Start with 250 credits         |
| 19 | D489-710F                         | Start with 512 credits         |
| 20 | D089-710F                         | Start with 1024 credits        |
| 21 | CB5D-8D08 + DF5D-8D68 + DD5D-8DA8 | Always recharge to 0 shields   |
| 22 | CB5D-8D08 + D45D-8D68 + DD5D-8DA8 | Always recharge to 1 shield    |
| 23 | CB5D-8D08 + D75D-8D68 + DD5D-8DA8 | Always recharge to 2 shields   |
| 24 | CB5D-8D08 + D05D-8D68 + DD5D-8DA8 | Always recharge to 3 shields   |
| 25 | CB5D-8D08 + D15D-8D68 + DD5D-8DA8 | Always recharge to 5 shields   |
| 26 | CB5D-8D08 + D65D-8D68 + DD5D-8DA8 | Always recharge to 7 shields   |
| 27 | CB5D-8D08 + D85D-8D68 + DD5D-8DA8 | Always recharge to 10 shields  |
| 28 | CB5D-8D08 + F95D-8D68 + DD5D-8DA8 | Always recharge to 20 shields  |
| 29 | CB5D-8D08 + 775D-8D68 + DD5D-8DA8 | Always recharge to 50 shields  |
| 30 | CB5D-8D08 + 195D-8D68 + DD5D-8DA8 | Always recharge to 100 shields |

Flashback is a trademark of Delphine Software International and U.S. Gold, Inc.

## Lethal Enforcer™ Game

- |   |                       |                                       |
|---|-----------------------|---------------------------------------|
| 1 | 3CCE C4AB             | Infinite bullets                      |
| 2 | 3CB5 140C             | No damage from bad guys               |
| 3 | 3CB2 446C             | No energy loss when you hit civilians |
| 4 | F365 CF64 + F362 CD64 | Play with more energy                 |
| 5 | 6DBF 1FAC             | Keep weapon until you die             |
| 6 | DAAB 4F60             | Magnum—more shots per round           |

Lethal Enforcer is a trademark of Konami (America) Inc.

## Mega Man X™ Game

- |    |           |  |
|----|-----------|--|
| 1  | DBBE-446F | Start with 10 lives  |
| 2  | D1BE-446F | Start with 7 lives   |
| 3  | D0BE-446F | Start with 5 lives   |
| 4  | DDBE-446F | Start with 1 life  |
| 5  | C2B9-3404 | Infinite lives   |
| 6  | D6BE-47AF | Start with less energy   |
| 7  | 4DBE-47AF | Start with more energy   |
| 8  | C2B9-1FF7 | Infinite energy  |
| 9  | 6DB5-CD97 | Most enemies are defeated with one shot                          |
| 10 | 23BD-3F07 | Start with all weapons and all enemies defeated—<br>EXCEPT SIGMA |
| 11 | C9B3-4769 | Infinite weapons once you have them                              |

### SOMETIMES JUMP5 WILL GO BACK TO NORMAL

- |    |           |  |
|----|-----------|--|
| 12 | D08A-1FBC | Bogus jump                               |
| 13 | D58A-1FBC | Super jump                               |
| 14 | DB8A-1FBC | Mega-jump                                |
| 15 | DD80-4FA1 | Disable weapon charging                  |
| 16 | DD81-4F61 | Weapon charges to 1st power level faster |

Mega Man X and related names are trademarks of Capcom.

## NBA Jam™ Game

- |    |                       |   |
|----|-----------------------|---|
| 1  | BBCC-0F6F             | Visitor's baskets worth 1                             |
| 2  | 34CC-0F6F             | Visitor's baskets worth 2                             |
| 3  | 30CC-0F6F             | Visitor's baskets worth 3                             |
| 4  | 39CC-0F6F             | Visitor's baskets worth 4                             |
| 5  | 35CC-0F6F             | Visitor's baskets worth 5                             |
| 6  | 36CC-0F6F             | Visitor's baskets worth 6                             |
| 7  | 3CCC-0F6F             | Visitor's baskets worth 7                             |
| 8  | 3ACC-0F6F             | Visitor's baskets worth 8                             |
| 9  | BBC6-A7AF             | Home's baskets worth 1                                |
| 10 | 34C6-A7AF             | Home's baskets worth 2                                |
| 11 | 30C6-A7AF             | Home's baskets worth 3                                |
| 12 | 39C6-A7AF             | Home's baskets worth 4                                |
| 13 | 35C6-A7AF             | Home's baskets worth 5                                |
| 14 | 36C6-A7AF             | Home's baskets worth 6                                |
| 15 | 3CC6-A7AF             | Home's baskets worth 7                                |
| 16 | 3AC6-A7AF             | Home's baskets worth 8                                |
| 17 | D8E7-C448             | All players have super dunk ability                   |
| 18 | D6E1-CF38             | All players have infinite turbo                       |
| 19 | D6E9-CD18             | All players always "on fire"                          |
| 20 | D8ED-C418             | All players have super interception ability           |
| 21 | D6E5-C718             | "Juice" mode  |
| 22 | D6E4-CDC8             | Shot success percentages displayed for non-dunk shots |
| 23 | D4BD-3038 + D4BA-C948 | Only need 2 baskets to be "on fire"                   |
| 24 | D0BD-3038             | Need 4 baskets to be "on fire"                        |
| 25 | D9BD-3038             | Need 5 baskets to be "on fire"                        |
| 26 | D1BD-3038             | Need 6 baskets to be "on fire"                        |

27	D5BD-3038	Need 7 baskets to be "on fire"
28	D6BD-3038	Need 8 baskets to be "on fire"
29	DBBD-3038	Need 9 baskets to be "on fire"
30	DCBD-3038	Need 10 baskets to be "on fire"
31	D4BD-3038	Need 2 baskets to stay "on fire" until an opponent goes "on fire"
32	DDE1-3C2A	Turbo bar never goes up (until next quarter)
33	D3E1-3C2A	Turbo bar restores very slowly
34	F9E1-3C2A	Turbo bar restores much slower
35	F2E1-3C2A	Turbo bar restores slower
36	0DE1-3C2A	Turbo bar restores faster
37	9DE1-3C2A	Turbo bar restores much faster
38	6FE1-3C2A	Turbo bar restores extremely fast
39	D0E9-38FA	Turbo drains very slowly
40	D6E9-38FA	Turbo drains slower
41	FDE9-38FA	Turbo drains slightly slower
42	44E9-38FA	Turbo drains slightly faster
43	42E9-38FA	Turbo drains faster
44	76E9-38FA	Turbo drains very fast

NBA Jam is a trademark of NBA Properties, Inc.

## Paladin's Quest™ Game

1	EEEE-6D1F	Chezni starts with 255 max. H.P.
2	EEE6-673F	Chezni starts with 255 present H.P.
3	46EB-6D3F	Chezni starts with 40 Power, 42 Attack
4	7AEB-6D3F	Chezni starts with 60 Power, 62 Attack
5	F3EB-6F3F	Chezni starts with 42 Defense, 30 Endurance
6	7AEB-6F3F	Chezni starts with 72 Defense, 60 Endurance
7	F3EB-6F1F	Chezni starts with 30 Speed
8	7AEB-6F1F	Chezni starts with 60 Speed
9	D6EA-6F1D	Chezni starts with a bow
10	D2EA-6F1D	Chezni starts with a light sword
11	FDEA-6F1D	Chezni starts with a mid sword
12	FCEA-6F1D	Chezni starts with a Aybro Spear
13	F5EA-6F1D	Chezni starts with a heavy sword
14	7DEA-6F1D	Chezni starts with a wind sword
15	70EA-6F1D	Chezni starts with HST
16	9FEA-6F1D	Chezni starts with Gomutai
17	54EA-6F1D	Chezni starts with a Psych Beam
18	57EA-6F1D	Chezni starts with a flame thrower
19	D8EA-6FCD	Chezni starts with light armor
20	DEEA-6FCD	Chezni starts with mid armor
21	FAEA-6FCD	Chezni starts with heavy armor
22	7FEA-6FCD	Chezni starts with storm armor
23	77EA-6FCD	Chezni starts with bib
24	D4EA-6F3D	Chezni starts with wood boots
25	F8EA-6F3D	Chezni starts with long boots
26	40EA-6F3D	Chezni starts with knife boots
27	F9EA-6F3D	Chezni starts with mid boots
28	74EA-6D3D	Chezni starts with sun helm
29	D9EA-6D3D	Chezni starts with leather helm

30	DAEA-6D3D	Chezni starts with helmet
31	4AEA-6D3D	Chezni starts with rage helmet
32	F1EA-6D3D	Chezni starts with power helmet
33	55EA-6D3D	Chezni starts with cosmo helmet
34	79EA-6F4D	Chezni starts with gabni shield
35	71EA-6F4D	Chezni starts with leather shield
36	DBEA-6F4D	Chezni starts with pick-axe
37	F0EA-6F4D	Chezni starts with gauntlet
38	FBEA-6F4D	Chezni starts with fire shield
39	59EA-6F4D	Chezni starts with Rft shield
40	BA88-6481	No money needed in toolhouse and weapon shop
41	BA3A-04BE	No money needed in learning center
42	D063-D401	Spell power increases at 2x normal rate
43	D163-D401	Spell power increases at 3x normal rate
44	10B5-6405	Almost infinite energy
45	108E-AF00	Spells use up no HP in battle mode

Paladin's Quest and related names are trademarks of Enix America Corporation.

## Ranma 1/2™ Game

1	D7B4-0DA9 + EABF-04D9	Ranma moves faster—CAN'T MOVE BACKWARDS
2	E1B7-0769	Ranma's diagonal jumps are higher
3	F6B7-AD60	Ranma's diagonal kicks are harder
4	1DB1-D4D9	Ranma's dragon blast kills with 1 hit
5	D78F-6DD5 + EA8D-DFD5	Genma moves faster
6	E48C-6DD5	Genma's paternal anger (running at enemy) is faster
7	4689-0465	Genma's verbal punishment is stronger
8	1D89-0465	Genma's verbal punishment kills with 1 hit
9	EA81-6760 + D7B5-6460	Ryoga moves faster
10	EA8B-6D60 + D78B-6760	Ryoga jumps faster
11	1DD8-DD05	Ryoga's bandana throw kills with 1 hit
12	EAC9-D765 + D7C1-D465	Shampoo moves faster
13	E9CF-0765	Shampoo's dragon sky kick is faster
14	E9CE-D465	Shampoo's super fury charge goes farther
15	41C5-67D1	Shampoo's kick is faster
16	EA84-D4D1 + D787-DFD1	Akane moves faster
17	E880-D7D1 + D089-6760	Akane jumps faster
18	E68E-DFD1	Akane's 2-step whip kick is faster
19	418B-6D69	Akane's 2-step whip kick is stronger
20	1D8B-6D69	Akane's 2-step whip kick kills with 1 hit
21	3E8A-DF61 + EE8A-D401	Akane's dust devil uppercut is faster
22	ECC5-64D9 + D0C6-6FD9	Gosunkugi moves faster
23	E8CB-67D9 + D0CC-64D9	Gosunkugi jumps faster
24	40D8-DD05	Gosunkugi's strawman throw does more damage
25	1DD8-DD05	Gosunkugi's strawman throw kills with 1 hit
26	ECB8-64D1 + D0BA-6FD1	Ukkyo moves faster
27	E8B2-67D1 + D0B3-64D1	Ukkyo jumps faster
28	EBC5-0FD0	Mousse's flying egg bombs are faster
29	1DB1-AF65	Mousse's eagle claw strike—1 hit kill

30 D6C1-0460

Mousse's claw strike is quicker

31 DDD7-8407

Every move kills every opponent with 1 hit

32 DD6B-D700

No knock back when opponent is cornered.

Ranma 1/2 and related names are trademarks of VIZ Communications Inc.

## **Robocop versus The Terminator™ Game**

1 DFB3-CD0D

Start with 1 life

2 DBB3-CD0D

Start with 9 lives

3 DEB3-CD0D

Start with 15 lives—IGNORE COUNTER

4 DDBE-0D05

Infinite lives

5 DD37-C4D7

Super jump

6 DE63-C460

Rockets do more damage

7 DE60-4460

Normal pistol does more damage

8 7D66-1F00

Plasma rifle does massive damage

9 FD64-446F

Only 10 Terminators to kill on the 3-D Stage

10 7D64-446F

Only 30 Terminators to kill on the 3-D Stage

Robocop versus The Terminator and related names are trademarks of Orion Pictures Corporation.

## **Run Saber™ Game**

1 DF3A-6454

Level select and 9 lives selectable on the option menu

2 DD21-1F6F

Infinite lives—player 1

3 DD26-1F6F

Infinite lives—player 2

4 DD29-0474

Start with no super bombs

5 DF29-0474

Start with 1 super bomb

6 D929-0474

Start with 5 super bombs

7 DB29-0474

Start with 9 super bombs

8 DDE4-39E3

Infinite super bombs—player 1

9 DDEF-3073

Infinite super bombs—player 2

10 DDE1-44B5

Bomb power-ups give no super bombs

11 D4E1-44B5

Bomb power-ups give 2 super bombs

12 DF25-0D84

Start with 1 health

13 D025-0D84 + D039-0454

Start with 4 health

14 D925-0D84 + D939-0454

Start with 5 health

15 D625-0D84 + D639-0454

Start with 8 health

FOR CODES 16 THRU 18: IF YOU FALL INTO A PIT,  
SWITCH OFF EFFECTS TO GET OUT

16 C2B9-CDA4

Almost invincible—player 1

17 C2B1-C4A4

Almost invincible—player 2

18 18B0-C4A4

Almost invincible—both players

19 DF83-AD84

Start with no continues

20 D483-AD84

Start with 1 continue

21 D183-AD84

Start with 5 continues

22 DC83-AD84

Start with 9 continues

23 C2E7-4572

Infinite continues

Run Saber is a trademark of Hori Electric Co., Ltd.

## **Soldiers of Fortune™ Game**

1 DCE0-87AD

Smaller food power-ups heal 2x as much

2 F0E0-87AD

Smaller food power-ups heal 4x as much

3 F3E9-8FDD

Large food power-ups heal 2x as much



4	7AE9-8FDD	Large food power-ups heal 4x as much
5	6DEB-8D0D	Special power power-ups are worth 6 (always fill meter)
6	3CC6-870D	Special powers aren't used up
7	CBC1-E46F	Infinite lives
8	1D4E-5475	Mercenary starts with much more health
9	1D44-87E5	Brigand starts with much more health
10	1D41-8F85	Gentleman starts with much more health
11	1D4B-8755	Navvie starts with much more health
12	1D42-8F75	Thug starts with much more health
13	1D4D-E4E5	Scientist starts with much more health
14	DDF6-5D50	Extra lives cost 244 instead of 500
15	DDF6-5DE0	Skill power-ups cost 44 instead of 300
16	DFF6-5F70	Health power-ups cost 1 instead of 75
17	FBF6-5F70	Health power-ups cost 25 instead of 75
18	DFF6-5F80	Speed power-ups cost 1 instead of 250
19	10F6-5F80	Speed power-ups cost 100 instead of 250
20	DFF6-5470	Wisdom power-ups cost 1 instead of 80
21	FBF6-5470	Wisdom power-ups cost 25 instead of 80
22	DFF6-5480	Special powers cost 1 instead of 150
23	74F6-5480	Special powers cost 50 instead of 150
24	DFF6-5780	Weapon power-ups cost 1 instead of 250
25	10F6-5780	Weapon power-ups cost 100 instead of 250

**FOR CODES 26 THRU 109, IGNORE SPECIAL POWER INDICATOR  
WHEN YOU HIRE YOUR CREW**

26	DF40-ED75	Brigand starts with Bomb special power
27	DF40-EF75	Mercenary starts with Bomb special power
28	DF40-E475	Gentleman starts with Bomb special power
29	DF40-E775	Navvie starts with Bomb special power
30	DF49-ED75	Thug starts with Bomb special power
31	DF49-EF75	Scientiest starts with Bomb special power
32	D440-ED75	Brigand starts with Shot Burst special power
33	D440-EF75	Mercenary starts with Shot Burst special power
34	D440-E475	Gentleman starts with Shot Burst special power
35	D440-E775	Navvie starts with Shot Burst special power
36	D449-ED75	Thug starts with Shot Burst special power
37	D449-EF75	Scientiest starts with Shot Burst special power
38	D740-ED75	Brigand starts with Map special power
39	D740-EF75	Mercenary starts with Map special power
40	D740-E475	Gentleman starts with Map special power
41	D740-E775	Navvie starts with Map special power
42	D749-ED75	Thug starts with Map special power
43	D749-EF75	Scientiest starts with Map special power

**FOR CODES 44 THRU 49, YOU HAVE THE DESTROY NODES SPECIAL POWER  
EVEN THOUGH THE INDICATOR SHOWS MAP SPECIAL POWER**

44	D040-ED75	Brigand starts with Destroy Nodes special power
45	D040-EF75	Mercenary starts with Destroy Nodes special power
46	D040-E475	Gentleman starts with Destroy Nodes special power
47	D040-E775	Navvie starts with Destroy Nodes special power
48	D049-ED75	Thug starts with Destroy Nodes special power

49	D049-EF75	Scientiest starts with Destroy Nodes special power
50	D940-ED75	Brigand starts with Repel Monster special power
51	D940-EF75	Mercenary starts with Repel Monster special power
52	D940-E475	Gentleman starts with Repel Monster special power
53	D940-E775	Navvie starts with Repel Monster special power
54	D949-ED75	Thug starts with Repel Monster special power
55	D949-EF75	Scientiest starts with Repel Monster special power
56	D140-ED75	Brigand starts with First Aid special power
57	D140-EF75	Mercenary starts with First Aid special power
58	D140-E475	Gentleman starts with First Aid special power
59	D140-E775	Navvie starts with First Aid special power
60	D149-ED75	Thug starts with First Aid special power
61	D149-EF75	Scientiest starts with First Aid special power
62	D540-ED75	Brigand starts with Freeze Monster special power
63	D540-EF75	Mercenary starts with Freeze Monster special power
64	D540-E475	Gentleman starts with Freeze Monster special power
65	D540-E775	Navvie starts with Freeze Monster special power
66	D549-ED75	Thug starts with Freeze Monster special power
67	D549-EF75	Scientiest starts with Freeze Monster special power
68	D640-ED75	Brigand starts with Shield special power
69	D640-EF75	Mercenary starts with Shield special power
70	D640-E475	Gentleman starts with Shield special power
71	D640-E775	Navvie starts with Shield special power
72	D649-ED75	Thug starts with Shield special power
73	D649-EF75	Scientiest starts with Shield special power
74	DB40-ED75	Brigand starts with Party Power special power
75	DB40-EF75	Mercenary starts with Party Power special power
76	DB40-E475	Gentleman starts with Party Power special power
77	DB40-E775	Navvie starts with Party Power special power
78	DB49-ED75	Thug starts with Party Power special power
79	DB49-EF75	Scientiest starts with Party Power special power
80	DC40-ED75	Brigand starts with Air Burst special power
81	DC40-EF75	Mercenary starts with Air Burst special power
82	DC40-E475	Gentleman starts with Air Burst special power
83	DC40-E775	Navvie starts with Air Burst special power
84	DC49-ED75	Thug starts with Air Burst special power
85	DC49-EF75	Scientiest starts with Air Burst special power
86	D840-ED75	Brigand starts with Distract Monster special power
87	D840-EF75	Mercenary starts with Distract Monster special power
88	D840-E475	Gentleman starts with Distract Monster special power
89	D840-E775	Navvie starts with Distract Monster special power
90	D849-ED75	Thug starts with Distract Monster special power
91	D849-EF75	Scientiest starts with Distract Monster special power
92	DA40-ED75	Brigand starts with Molotov special power
93	DA40-EF75	Mercenary starts with Molotov special power
94	DA40-E475	Gentleman starts with Molotov special power
95	DA40-E775	Navvie starts with Molotov special power
96	DA49-ED75	Thug starts with Molotov special power
97	DA49-EF75	Scientiest starts with Molotov special power
98	D240-ED75	Brigand starts with Ground Mine special power

99	D240-EF75	Mercenary starts with Ground Mine special power
100	D240-E475	Gentleman starts with Ground Mine special power
101	D240-E775	Navvie starts with Ground Mine special power
102	D249-ED75	Thug starts with Ground Mine special power
103	D249-EF75	Scientiest starts with Ground Mine special power
104	D340-ED75	Brigand starts with Dynamite special power
105	D340-EF75	Mercenary starts with Dynamite special power
106	D340-E475	Gentleman starts with Dynamite special power
107	D340-E775	Navvie starts with Dynamite special power
108	D349-ED75	Thug starts with Dynamite special power
109	D349-EF75	Scientiest starts with Dynamite special power

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## Top Gear 2™ Game

1	DD2A-4D6D	Start with no nitros instead of 6
2	D42A-4D6D	Start with 2 nitros
3	D02A-4D6D	Start with 4 nitros
4	D62A-4D6D	Start with 8 nitros
5	DC2A-4D6D	Start with 10 nitros
6	C267-CD07	Infinite nitros for Player 1
7	C2CB-CF0F	Infinite nitros for Player 2
8	C9BD-1F04	Fuel never runs out

**AFTER WINNING A RACE, MONEY AND POINT DISPLAYS WILL SHOW THE OLD VALUE BUT MONEY AND POINT TOTALS WILL BE UPDATED PROPERLY**

9	7430-398E	1st place gives \$50,000 instead of \$10,000
10	7430-317E	2nd place gives \$50,000 instead of \$6,000
11	7430-318E	3rd place gives \$50,000 instead of \$4,000
12	7430-357E	4th place gives \$50,000 instead of \$3,000
13	7430-358E	5th place gives \$50,000 instead of \$2,000
14	7439-307E	6th place gives \$50,000 instead of \$1,000
15	7439-308E	7th place gives \$50,000 instead of \$0
16	7439-397E	8th place gives \$50,000 instead of \$0
17	7439-398E	9th place gives \$50,000 instead of \$0
18	7439-317E	10th place gives \$50,000 instead of \$0
19	F039-355A	1st place is worth 20 pts. instead of 10
20	F039-35EA	2nd place is worth 20 pts. instead of 6
21	F031-305A	3rd place is worth 20 pts. instead of 4
22	F031-30EA	4th place is worth 20 pts. instead of 3
23	F031-395A	5th place is worth 20 pts. instead of 2
24	F031-39EA	6th place is worth 20 pts. instead of 1
25	F031-315A	7th place is worth 20 pts. instead of 0
26	F031-31EA	8th place is worth 20 pts. instead of 0
27	F031-355A	9th place is worth 20 pts. instead of 0
28	F031-35EA	10th place is worth 20 pts. instead of 0
29	0BC4-49EE + 52C3-3083	Everything is free (must have enough to buy)

**NOTE: "K" EQUALS 1000 (EX.: \$15K = \$15,000)**

30	DFC5-405E	2nd engine costs \$1K instead of \$30K
31	DEC5-405E	2nd engine costs \$15K instead of \$30K

32	DFC5-40EE	3rd engine costs \$1K instead of \$50K
33	FBC5-40EE	3rd engine costs \$25K instead of \$50K
34	DFC5-495E	4th engine costs \$1K instead of \$80K
35	46C5-495E	4th engine costs \$40K instead of \$80K
36	DDC5-415E	2nd wet tires are free
37	DDC5-41EE	3rd wet tires are free
38	DDC5-455E	4th wet tires are free
39	DDC6-405E	2nd dry tires are free
40	DDC6-40EE	3rd dry tires are free
41	DDC6-495E	4th dry tires are free
42	DFC6-415E	2nd gear box costs \$1K instead of \$10K
43	D9C6-415E	2nd gear box costs \$5K instead of \$10K
44	DFC6-41EE	3rd gear box costs \$1K instead of \$30K
45	DEC6-41EE	3rd gear box costs \$15K instead of \$30K
46	DFC6-455E	4th gear box costs \$1K instead of \$50K
47	FBC6-455E	4th gear box costs \$25K instead of \$50K
48	DFCB-405E	2nd nitro costs \$1K instead of \$5K
49	D4CB-405E	2nd nitro costs \$2K instead of \$5K
50	DFCB-40EE	3rd nitro costs \$1K instead of \$15K
51	D5CB-40EE	3rd nitro costs \$7K instead of \$15K
52	DFCB-495E	4th nitro costs \$1K instead of \$30K
53	DECB-495E	4th nitro costs \$15K instead of \$30K
54	DFCC-405E	2nd side armor costs \$1K instead of \$5K
55	D4CC-405E	2nd side armor costs \$2K instead of \$5K
56	DFCC-40EE	3rd side armor costs \$1K instead of \$10K
57	D9CC-40EE	3rd side armor costs \$5K instead of \$10K
58	DFCC-495E	4th side armor costs \$1K instead of \$20K
59	DCCC-495E	4th side armor costs \$10K instead of \$20K
60	DFCC-415E	2nd rear armor costs \$1K instead of \$5K
61	D4CC-415E	2nd rear armor costs \$2K instead of \$5K
62	DFCC-41EE	3rd rear armor costs \$1K instead of \$10K
63	D9CC-41EE	3rd rear armor costs \$5K instead of \$10K
64	DFCC-455E	4th rear armor costs \$1K instead of \$20K
65	DCCC-455E	4th rear armor costs \$10K instead of \$20K
66	DFC8-405E	2nd front armor costs \$1K instead of \$5K
67	D4C8-405E	2nd front armor costs \$2K instead of \$5K
68	DFC8-40EE	3rd front armor costs \$1K instead of \$10K
69	D9C8-40EE	3rd front armor costs \$5K instead of \$10K
70	DFC8-495E	4th front armor costs \$1K instead of \$20K
71	DCC8-495E	4th front armor costs \$10K instead of \$20K

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## Total Carnage™ Game

1	DFC3-44D2	Start with 2 lives
2	DBC3-44D2	Start with 10 lives
3	DFCD-1DD2 + 40B5-1DD4	Start with 1 time bomb
4	DBCD-1DD2	Start with 9 time bombs
5	DFBC-47D4	Join in with 2 lives and 3 time bombs
6	DBBC-47D4	Join in with 10 lives and 9 time bombs
7	C932-341E	Infinite lives
8	4029-3F12	Infinite time bombs

- |    |                |  |
|----|----------------|--|
| 9  | D6B3-C764      | Shields last longer                    |
| 10 | DDB3-C764      | Shields don't last as long             |
| 11 | 6D27-441E      | Immune to damage from enemy            |
| 12 | C930-4D4A      | Weapons don't run out until you die or |
|    | change weapons |  |
- Total Carnage is a trademark of Midway Manufacturing Company.

## Wolfenstein 3-D™ Game

- |   |                       |                      |
|---|-----------------------|----------------------|
| 1 | C28D-7D0F             | Infinite ammo        |
| 2 | C228-E7D4             | Infinite lives       |
| 3 | DF25-84D4             | Start with 1 life    |
| 4 | D125-84D4             | Start with 6 lives   |
| 5 | DB25-84D4             | Start with 9 lives   |
| 6 | C2CC-5D64             | Infinite energy      |
| 7 | 1729-8704 + 1728-74D4 | Start with more ammo |

### CODES 8 THRU 11 TAKE EFFECT ONLY AFTER LOSING 1ST LIFE

- |    |                       |   |
|----|-----------------------|---|
| 8  | 622C-7764             | Start with chain gun as backup weapon           |
| 9  | 622C-74A4             | Start with machine gun as backup weapon         |
| 10 | 622A-7DD4 + D02C-7DA4 | Start with special weapon 1 (super machine gun) |
| 11 | 6228-7704 + D92C-7DAF | Start with special weapon 2 (rocket launcher)   |
| 12 | C289-77DF             | Infinite ammo for special weapon 1              |
| 13 | C28F-84DF             | Infinite ammo for special weapon 2              |

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